

Instructional TEChnology COACHing UPdate

JAMIE FORSHEY

NOVEMBER 27-DEC. 3, 2011

- ❖ Experiment with Print Friendly web tool
- ❖ Experiment with Tag My Doc web tool
- ❖ Install Interactive Whiteboard with Mike (Monday, Nov. 28)
- ❖ MS Teacher – Interactive Whiteboard assistance (2)
- ❖ ES Teacher – Creating digital story for Stocking for Soldiers Project
- ❖ ES Teacher – Streaming & downloading You Tube videos (2)
- ❖ HS Teacher – Glogster Project (3)
- ❖ Experiment with Yudu
- ❖ HS Teacher – Yudu
- ❖ HS Teacher/Students – QR Codes; Wikispaces; Glogster (digital newspaper)
- ❖ MS Teacher – Tech Projects (2)
- ❖ HS Teacher – A.M. Announcements
- ❖ HS Teacher – Lighting for Art Project
- ❖ HS Teacher – Audacity
- ❖ ES Teacher – Any Video Converter (2)
- ❖ ES Teacher – ASO Orchestra Project
- ❖ Experiment with Domo Animate
- ❖ Tech Club – Work sessions during Activity Period/SSR (4)
- ❖ Work on designing Tech Club T-shirt
- ❖ Work on setting up Tech Club field trip- to WTAJ-TV
- ❖ Set-up & facilitate BAMS Morning Announcements with Tech Club (T-F 7:30-8:00)
- ❖ Email correspondence with DSU Internship Mentor/Mike L.
- ❖ Email correspondence with DSU Internship Supervisor/Brenda C.
- ❖ Meeting with Supervisor/Don W.
- ❖ Troubleshoot printing and mechanical issues in Labs 21, 26 & 212
- ❖ Assist with WSUS server updates
- ❖ No School – November 28

Number of teacher interactions for the week:

- Myers – 6
- BAMS – 4
- BAHS – 8

Key: **Interact w/HS Teachers** **Interact w/MS Teachers** **Interact w/ES Teachers**

Interact w/Tech Club **Facilitation of PD** **Participation in PD** **Meeting/Convo with supervisor,**

admin, mentor, etc. **Development and/ or sharing of resources, materials; Experiment w/new tools**

Technology Infrastructure (installation, maintenance and/or set-up of hardware or software applications, etc.) **Work on Outdoor Classroom Project** **Work on The Crowd Project**

Teacher interactions include meetings, email and/or phone calls regarding the use, integration of and/or assistance with tools and applications as well as planning for classroom lessons, activities and/or projects involving the use of technology.